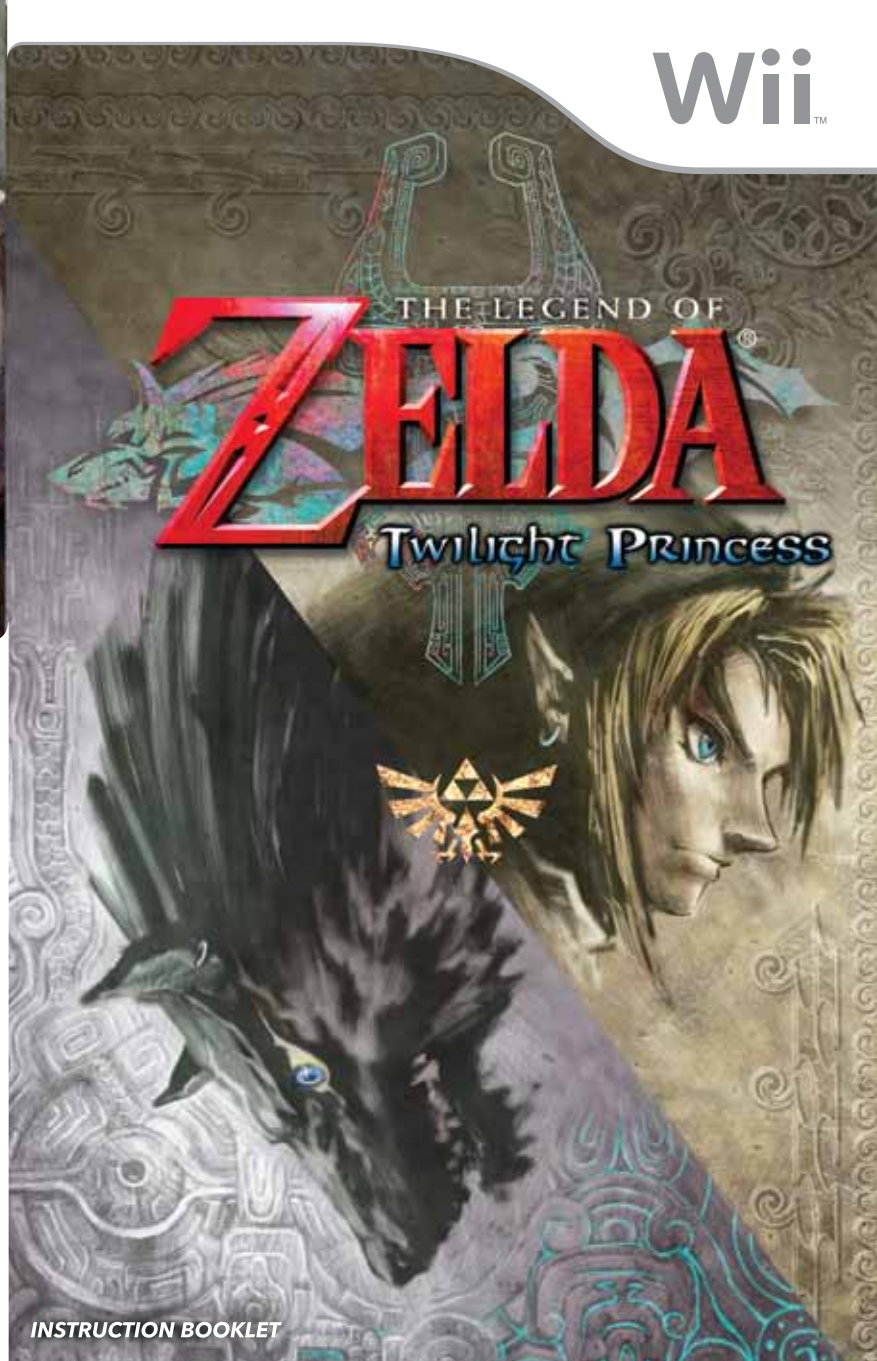


Wii™



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or call 1-800-255-3700

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

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Nous vous suggérons d'utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche :
« solution complète », « FAQ », « codes »,
« trucs » et « astuces ».

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¿NECESITAS AYUDA CON UN JUEGO?

Si necesitas ayuda para avanzar en los juegos, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son
"instrucciones paso a paso," "preguntas frecuentes",
"códigos" y "consejos".



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Nintendo

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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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REV-E

WARRANTY & SERVICE INFORMATION

REV-R

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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This warranty is only valid in the United States and Canada.

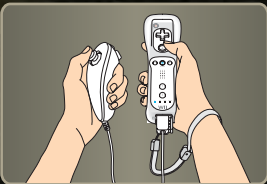
	Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.
	This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.
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USING THE CONTROLLER

This section is devoted to explaining the controller grip and basic in-game controls for this game. For more detailed explanations of how to swing and shake the Wii Remote™ and Nunchuk™, please refer to the individual pages dedicated to advanced functions, or check the in-game tutorials.

How to Hold the Controllers

Hold the controllers as depicted on the right. Make sure to pass your hand through the wrist strap on the Wii Remote and tighten the attached cinch before you start playing.



Nunchuk



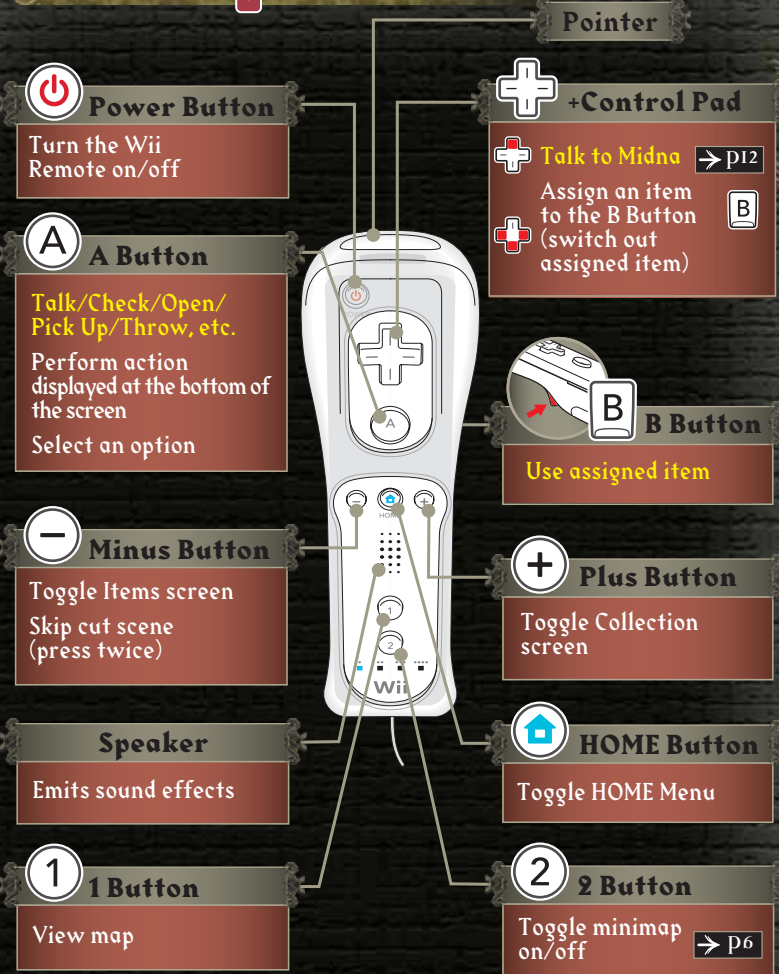
SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.



Wii Remote



⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

* Make sure all players put on the wrist strap properly when it is their turn. * Do not let go of the Wii Remote during game play. * Dry your hands if they become moist. * Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects. * Stay at least three feet from the television. * Use the Wii Remote Jacket.

GETTING STARTED

When starting a new game...

Choosing a Quest Log

When you start a new game, you'll be asked to create a save file on your Wii's internal memory. Point to Yes and press **A** to do so. To save your game, you need to have at least 1 block of free memory.

Enter a name for your main character and horse. Point and press **A** to enter each letter.



*You can also select files and letters by using **C**.

When loading a saved file...

To load a previously saved game, choose a file with game data already saved in it and select Start to continue playing from where you left off.



Save Information

The upper window in the file displays your current life total, play time, etc., while the bottom window displays important items.

Save

Point to the Quest Log for your game and press **A** to save. After doing so, the game will ask you if you want to "Continue playing the game?" If you select Yes, you will return to the game. If you select No, you will return to the title screen. With the exception of certain special events, you can save in this manner any time you like. However, please be aware that when you load a saved game and resume playing, you will start from a designated spot within the area and not your exact previous location. (For dungeons, this starting point is the entrance to the dungeon.)



When the game is saving, please make sure you do not turn off your Wii console. Doing so may damage the machine.

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THE GAME SCREEN

During the course of your adventure, you'll use your main screen and several other displays such as the Items screen and map screen. Let's take a look at their basic layouts.

Main Screen

Your main screen adapts to each situation. It changes to display special gauges and to tell you what actions are available to you in a given location.



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LINK'S ACTIONS

Link is capable of all sorts of actions. Master his basic movements and always keep an eye on the Action Icons **→** **P0** while progressing through the game.

Walk/Run/Swim/Jump

Use **C** to move Link. (In water, you control his swimming the same way.) The farther you tilt **C**, the faster Link will move in that direction. When you come to an area with a gap, Link will automatically attempt to jump it. Furthermore, if you press **A** while moving, Link will perform a quick forward roll that allows you to ram into objects in front of you.



Z-target / Defend

While engaging the enemy, press **Z** to Z-target.

After drawing near an enemy, you will see a **↓** above the enemy. Press **Z**. When you do so, the mark will change to **↓**, indicating that you are locked on to that enemy. This allows you to keep focused on one enemy in the heat of battle.



While holding down **Z**, you will lock on to the enemy and defend simultaneously.

Steady your aim while using items.

While using the bow, slingshot, etc., press **Z** to Z-target your mark for greater accuracy.



Talk with people from a distance.

When you Z-target a character standing far away, a **↓** will appear over them and you can press **A** to speak with them.

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Wielding Your Sword

When you have a sword, you can swing the Wii Remote and Nunchuk to swing the sword.



Other Combat Moves

Sidestep	Z + C + A
Backflip	Z + C + A



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Riding Your Horse

Press **A** while near your horse to mount up. While mounted and stationary, press **A** to dismount from your steed.

Riding

Move around with **○**. When you tilt **○** toward yourself lightly, your horse will back up. Tilt **○** backward firmly and the horse will neigh and turn around.



Gallop

Press **A** to expend one dash icon and make your horse gallop. While galloping, you can jump over fences and small obstacles.



Dash Icons

These indicate the number of times you are able to dash. They regenerate over time when used.

Swing Your Sword

If you have a sword in hand, you can attack from atop your horse. As when you are standing, swinging your Wii Remote or Nunchuk also swings your sword when you are riding. → p8



Controls for Wolf Link

In the course of Link's adventure, you'll sometimes play as Link transformed into a wolf. While transformed, certain elements of the controls change and you become unable to use items.



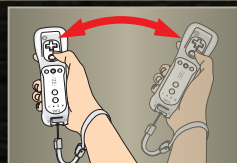
Multiple Actions

Pressing **A** triggers your dash while moving, as well as several other situation-dependent actions. In addition, you can talk to animals while in beast form with this button.

Attacks

Bite

Swing your Wii Remote lightly.



Jump Attack

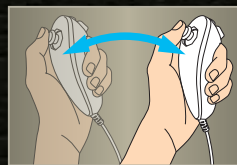
 + 

*If you press **A** rapidly after successfully biting an enemy, you can continue to bite at the enemy.



Spin Attack

Lightly swing the Nunchuk from side to side.



Energy Field Multiple Strike Attack (When Midna is riding on your back)

Hold down  ▶ Lock on to enemies ▶ Let go of .

*This move attacks all enemies within the energy field.



Push/Drag

Bite into moveable items by pressing and holding **A**, then move them around with **○**.



Sense

When you press **C** or **C** you become able to see things invisible to the naked eye and catch scent trails. If you are searching for something, or just simply think things look fishy, use the Sense command and search around.



Dig

Dig at the ground by pressing **C**. Dig in certain spots and you may unearth items or find a way through to the other side of a locked gate. Try using the Sense command before digging for items.

Howl

When you are a wolf, you can howl near whistle grass. Do so and a hawk may come to your aid with a hint about what to do next.

You howl by using three differently toned calls in combination. Try following the combinations indicated by the blue lines.

Howl

Change the pitch of your howl
(three different pitches available)



Talk to Midna

Once you've met up with Midna, you can call her with **C** and use her power to perform certain special actions. Later in the game, she'll even help you to warp to different areas. Also, when Midna wants to talk to you, an icon of her will flash on-screen and you can listen by pressing **C**.



+ Long-Distance Leap

At specific locations, you can perform a special long-distance leap.

Midna's icon flashes

Press 

Press  to lock on to Midna

Leap by pressing 



Midna Icon

Warp

When prompted by Midna, you can choose to warp. When you do so, the map screen pops up and you can point at your destination. When you've selected your preferred destination, warp by pressing **A**.

Warp Locations

The destinations you can warp to are set for each area and increase in number as you progress through the game.



Notes

Notes